
Scrum Product Owner II

Description

This 2-day Product Owner II course focuses on helping experienced practitioners expand their ability to establish a solid vision, validate their hypotheses, and ultimately deliver more value to their stakeholders. It is intended for Product Owners who are looking to grow their knowledge and abilities. This course is an interactive, experiential workshop where attendees explore topics through a series of exercises and discussions. Students should have at least one year of Product Owner experience and a practical knowledge of Scrum in order to participate in and benefit from these exercises.

Niveau

Intermédiaire

Course Content

- Module 1 : Understanding your products
- Module 2 : Who are your customers?
- Module 3 : Connecting product features to customer outcomes
- Module 4 : Communicating the product vision and strategy
- Module 5 : Value and pricing models
- Module 6 : Innovation and experimentation
- Module 7 : Stakeholders and stakeholder management
- Module 8 : Agile governance, budgeting and contracting in relation to Scrum
- Module 9 : Scaling the Product Owner role

Documentation

- Digital courseware included

Exam

- All participants taking this course will receive a Voucher to take the Professional Scrum Product Owner II (PSPO II) exam

Participant profiles

- Product Owners and product managers who have practical experience managing or owning a product
- Scrum Masters and stakeholders who work with Product Owners

Prerequisites

- Having followed the training : [Scrum Product Owner](#)

Objectives

- Better understanding of how to use vision, value, and validation to create a competitive advantage for any product
- Introduction to modern complementary practices through discussions, case studies, and exercises
- Understanding of the various types of stakeholders that Product Owners represent and how to best work with them

Classroom Registration Price (CHF)

1950

Virtual Classroom Registration Price (CHF)

1850

Duration (in Days)

2

Reference

PSPO-02